WARNING

Safety Information

About Photosensitive Seizures

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms - children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

Other Important Health and Safety Information The Xbox Instruction Manual contains important safety and health information that you should read and understand before using this software.
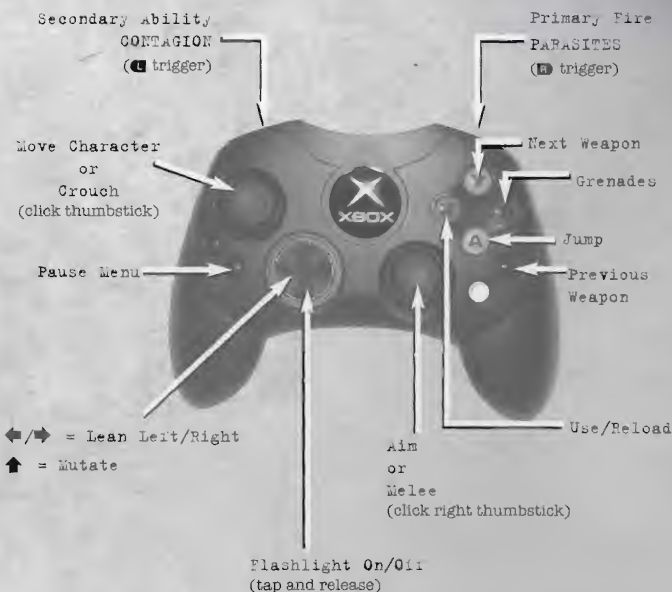
Avoid Damage to Your Television

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played safely on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played safely on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

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DEFAULT CONTROLS

NORMAL MODE

Secondary Ability
CONTAGION
(◖ trigger)

Primary Fire
PARASITES
(◗ trigger)

Move Character
or
Crouch
(click thumbstick)

Next Weapon

Grenades

Pause Menu

Jump

Previous
Weapon

◀/▶ = Lean Left/Right

Use/Reload

▲ = Mutate

Aim
or
Melee
(click right thumbstick)

Flashlight On/Off
(tap and release)

MUTANT MODE IN ALL CAPS

MENU/SUB-MENU NAVIGATION

Throughout this manual, ▲, ▼, ◀ and ▶ will signify pressing Up, Down, Left and Right on the D-pad. To navigate through the game menus (i.e. Options), use the D-pad (▲, ▼, ◀ or ▶ depending on the menu) to highlight a selection.
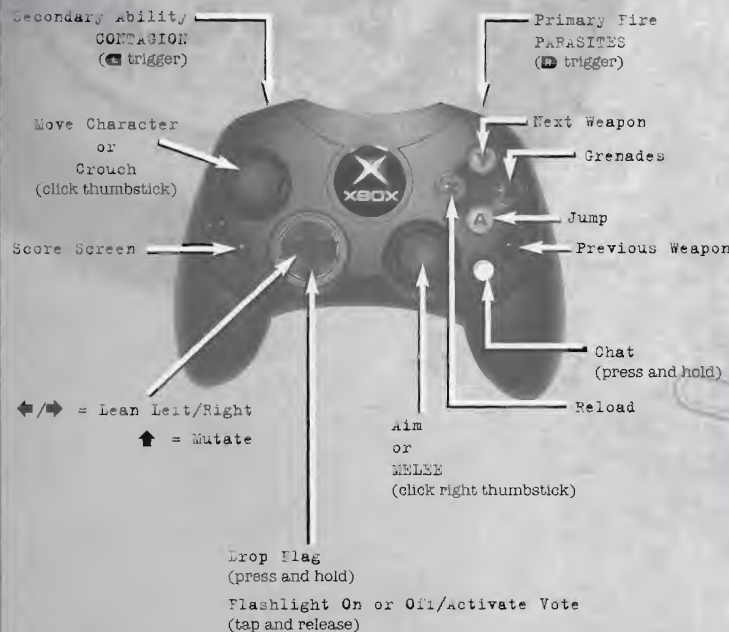
QUITTING A GAME IN PROGRESS

During the game, press the ◯ button to display the Pause Menu. Press the D-pad ▼ to select Main Menu, then press the Ⓐ button. To confirm exiting the game, highlight Yes, then press the Ⓐ button again.

DEFAULT CONTROLS

MULTIPLAYER MODE

Vote Menu	
▲	= Abstain
▼	= Cancel
◀	= No
▶	= Yes

Secondary Ability
CONTAGION
(◖ trigger)

Primary Fire
PARASITES
(◗ trigger)

Move Character
or
Crouch
(click thumbstick)

Next Weapon

Grenades

Score Screen

Jump

Previous Weapon

Chat
(press and hold)

◀/▶ = Lean Left/Right

Reload

▲ = Mutate

Aim
or
MELEE
(click right thumbstick)

Drop Flag
(press and hold)

Flashlight On or Off/Activate Vote
(tap and release)

MUTANT MODE IN ALL CAPS

XBOX COMMUNICATOR HEADSET/VOICE CHAT

This product allows the use of the Xbox Communicator Headset. To turn the Xbox Communicator mute on or off, select Settings from the Main Menu and select Xbox Communicator. Within this menu, you will have the ability to turn mute on or off, select whether the voice output is heard through TV speakers and/or adjust TV speaker volume.

Note: During an Xbox Live match, your headset mute will default to on if it is plugged into your console after an Xbox Live match has already started.

Voice Chat: To toggle between Local, Team, and Global chat modes, press the ◯ button. Voice chat is only available while in an Xbox Live match. For more information regarding Xbox Live features, see pg. 9-10.

AREA 51: THE STORY

The mysterious Grays have studied humanity for thousands of years. Earth's remote location in the backwaters of the galaxy made it an ideal location for the alien race to conduct research that is too dangerous to perform on any of their homeworlds. Embroiled in an interstellar war with an unknown enemy, the Grays were desperate to develop a super-weapon that would ensure their survival. The natural resources and large population of Earth, combined with the human leadership's corrupt accommodations provide the perfect facility for the Gray's biological warfare development.

In 1947, a Gray research ship experienced a major malfunction resulting in a crash near Roswell, New Mexico. The United States Government quickly covered up the truth, sealed off the site and recovered a badly wounded Gray named "Edgar" who was transported to Area 51 for study. In the time that followed, major elements of the government were co-opted by the powerful Illuminati, a secret organization of elitists dedicated to ruling the world from the shadows. The Illuminati used their influence to set a new secret agenda for Area 51. A major base was built over the initial laboratory that housed the crippled "Edgar", and the Grays established a research facility 3 miles below the desert surface. Since then it has served as the only secure landing site for all subsequent Gray vessels.

In time the Illuminati formed a Pact with the Grays, granting them needed resources (including humans for experiments) in return for exclusive access to Gray technology.

For the last 20 years human and Gray researchers have worked in tandem to great effect, creating a creature-weapon codenamed "Theta" intended for use in the distant alien conflict. One human scientist, Dr. Winston Cray, is working with the mysterious "Edgar" on perfecting a viral weapon. Cray believes mating this virus with the "Theta" project will yield the super-weapon the Grays have long sought.

Tipped off by "Edgar", Dr. Cray now struggles to prevent the Grays from completing their weapon and destroying Earth. Since the Illuminati control the laboratories of Area 51, Cray risks everything by calling for help. He released his viral weapon within the subterranean sections of the base with the intention of creating chaos and distraction within the Illuminati, hoping to stall completion of the Gray's plans and prompt interference from military forces on the surface. The resulting infection spread to the upper sections of the base and military commanders reacted quickly by sealing the area and calling in Military Hazardous Materials Teams. After the initial HazMat Team Delta went missing a second unit was dispatched. HazMat Team Bravo must discover the fate of Team Delta and discover the source of the deadly virus.

MAIN MENU

CAMPAIGN

You are Ethan Cole, a part of the Army's Hazardous Materials action and response team. As Ethan Cole, you'll follow the Area 51 storyline as you play through the game's many vast levels. You'll encounter many obstacles as you uncover the truth about Area 51.

To start your mission, select Campaign on the Main Menu. Once this option is selected, you'll need to Create a New Profile (see Profiles, next page).

Campaign Menu
Once you've created your Profile, you can select New Campaign to start from the beginning, or you can select Resume Campaign to continue a previously saved game.

SPLIT SCREEN

This option allows you and friends to battle, selecting from available characters, weapons and up to 14 levels. Each player must first enter a Profile before the match can start (see Profiles, next page).

Once you've either selected or created a new profile, press the Y button to advance to the Split Screen Options menu.

Split Screen Options
Press the D-pad ◄ or ► to adjust these two options:

Time Limit - You can set your game's Time Limit from No Limit to 60 minutes.
Score Limit - Set your game's Score Limit from No Limit to 200.

Once your options are set, select Continue and press the A button to view the Map Select screen.

MAP SELECT

Available Maps
As you acquire new maps, you can add them to the maps listed under Map Sequence. Highlight the map you want to add, then press the A button.

Map Sequence
At the Map Select screen, you can press the D-pad ▲ or ▼ to highlight a level listed under Map Sequence. Press the A button to select the level you want to play first. The next level you select will be the second level you'll play and so on. Repeat this process to place the levels in the order you want to play.

Once you've set up your maps, select Launch to begin.

Manage Profiles

In order to save games and personal stats, you'll need to create a Profile, then save it to your hard disk. You can create a Profile without saving, but once you power down, your game's progress will be lost.

From the Main Menu, select Manage Profiles to view the Profiles screen. Highlight a profile, then press the Ⓨ button to access your Profile options.

Profile Name

Press the D-pad ⬆,⬇, ⬅ or ➡ to highlight a character, then press the Ⓐ button to select. Repeat this process to spell out your name, then select OK to accept the name.

Controls

To adjust options, you'll either highlight the option and press the Ⓐ button to "check" the option's box or press the D-pad ⬅ or ➡ to make an adjustment. At any time, though, you can press the Ⓧ button to select Restore Defaults and return the options to their default settings.

Invert Y Axis
If you're not comfortable with the game's default "Y Axis" (Up and Down) movement, you can select this option to invert the controls.

Horizontal/Vertical Sensitivity
You can adjust the sensitivity of the thumbsticks to move slower (⬅ adjustment) or faster (➡ adjustment) when you're playing the game.

Crouch Toggle On
Turn this option ON to have each press of the crouch button toggle between crouching and standing.

Vibration On
Turn the Xbox controller's vibration feature On or Off.

Auto-Switch Weapon
With this option selected, your weapon automatically switches to a newly picked up weapon.

Multiplayer Avatar

For multiplayer games, you can select an Avatar. Press the D-pad ⬅ or ➡ to cycle the available color schemes.

Campaign Difficulty

Set your Campaign difficulty to Easy, Normal or Hard*.

*Note: The Hard option is not available until you've completed the game at Normal difficulty.

Online Status

During an Xbox *Live* play session, selecting On informs other users of your online status. With the option set to Off, your online status will not be seen by others.

Autosave Status

You can set the game to Autosave your progress as you play in a Campaign. With Autosave set to On, your progress will be automatically saved each time you achieve an objective.

If Autosave is disabled, you'll be prompted whether or not you want to save your progress.

Take Area 51 Beyond the Box

Xbox *Live*™ is a high-speed or broadband Internet gaming community where you can create a permanent gamer identity, setup a Friend's List with other players, see when they're online, invite them to play and talk to them in real-time as you play.

Connecting

Before you can play Area 51 on Xbox *Live*, you need to connect your Xbox console to a high-speed or broadband Internet connection and sign up for the Xbox *Live* service. To determine if Xbox *Live* is available in your region and for information about connecting to Xbox *Live*, see www.xbox.com/connect and select your country.

Signing In

Before you can access Xbox *Live*, you'll need an Xbox *Live* Gamertag. Consult your Xbox *Live* documentation for instructions on creating a Gamertag. Gamertags are obtained when you create an Xbox *Live* account. They can be read from your hard disk or a memory unit.

Press the Ⓐ button to go to the Xbox *Live* Sign In screen. Once you're there, your Gamertag will be displayed. Highlight your Gamertag, then press the Ⓐ button. If your Gamertag is protected by a pass code, you will then be asked to enter your pass code. You'll advance to the Profiles Screen (see Profiles, pg. 7). Select the profile you want to use to go to the Xbox *Live* Menu.

Quick Match

Pick your desired game type and Xbox *Live* will look for the best game for you to join. When a game is found, you'll join the battle.

Quick Match will give preference to finding games that provide the best gameplay experience, using factors such as player skill, network conditions, and server modifications.

OptiMatch

OptiMatch allows you to search Xbox *Live* for game hosts that match your exact specifications. You can specify your perfect match, including the Game Type, Minimum (number of) Players, Mutation Mode, Password or whether you want Voice Chat enabled.

Create Match

You can create your own Xbox *Live* play session with this option. Type in a Host Name, then set Game Type, Mutation Mode and Voice Chat options the way you want. Select Continue, then select values for Play Limit, Score Limit or Time Limit.

Vote Pass - Set the percentage of Yes votes needed for an in-game vote to pass. For example, the default value states that 50% of the votes are needed to kick a person or change maps.

Auto-Scale Maps - When this option is On, the maps will expand and contracted based on the number of players in the game. As more players join, more sections of the map will become available. Similarly, as players leave the game, various areas of the map will become inaccessible.

Friendly Fire - You can set a value toward the amount of damage Friendly Fire inflicts on your teammate. The higher the percentage, the more damage your teammate will endure.

After you've set your options, select Continue to go to the Map Select screen (see Map Select, pg. 6).

Friends

Use this option to add your friends' names to your Friends List. When you sign in, you can select this option and see if your listed friends are online.

Players

This option gives you a list of the players you've most recently played online.

Edit Profile

See Profiles, pg. 7.

View Stats

You can see your Xbox *Live* performance statistics.

M-11 "Scorpion" Pistol

Projectile Type:	10mm jacketed hollow-point
Dual-Wield:	No
Damage:	Medium
Accuracy:	Medium
Range:	Medium
Rate Of Fire:	High
Firing Mechanism:	Semi-Auto
Magazine Capacity:	8 Cartridges
Scope:	Red Dot, Holographic
Secondary Ability:	Combat Flashlight, White LED (85 lumens)

XM-32 "Viper" Assault Rifle

Projectile Type:	6.8mm full metal jacket, enhanced penetrator
Dual-Wield:	Yes
Damage:	Medium
Range:	Medium
Rate Of Fire:	High
Magazine Capacity:	30 Cartridges
Accuracy:	Medium (semi-auto), low (automatic)
Firing Mechanism:	Selective Fire (semi-auto, full auto)
Scope:	Advanced Combat Optic, 1.5x zoom
Secondary Ability:	Combat Flashlight White LED (85 lumens)

M-170 "Hammer" Combat Shotgun

Army Designation:	M-170 "Hammer" Combat Shotgun
Projectile Type:	12gauge XXX buckshot, with secondary micro pellets for maximum dispersion
Dual-Wield:	Yes
Damage:	High
Range:	Low
Accuracy:	Low
Rate Of Fire:	Medium
Firing Mechanism:	Semi-Auto
Magazine Capacity:	10 Shells
Scope:	None
Secondary Ability:	Fires 1 shell from both barrels simultaneously

SR-125 "Wraith" Special Purpose Rifle

Projectile Type:	7.62mm SLAP (sabot light armor penetrator)
Dual-Wield:	No
Damage:	High
Range:	High
Accuracy:	High
Rate Of Fire:	Medium
Firing Mechanism:	Semi-Auto
Magazine Capacity:	6 Cartridges
Scope:	Advanced Sniper Optic, 2x and 10x image stabilized zoom, integrated laser range finder

M-25 Frag Grenade

Official Designation:	M-25 HEDP (high-explosive, dual-purpose) Fragmentation Grenade
Damage:	Medium (RDX stabilized explosive)
Range:	Medium
Secondary Ability:	Contact fused or 2 second delay

AE/PEQ-61 "QuickFix" Scanner

The "QuickFix" is a hand-held, multifunctional device used by Hazmat teams on special operations to quickly analyze, record and transmit data.

- 5" Organic Electroluminescent Display.
- Spectrum analyzer capable of sampling airborne particles to 1012 parts per million.
- Interrogative super-heterodyne variable-frequency laser capable of analyzing over 1,000,000 known substances.

Secondary Ability: Combat Flashlight, White LED (85 lumens)

JB Grenade

Army Designation:	XM-197 "Jumpin' Bean" Experimental Grenade
Damage:	High (high-yield graviton-plasma implosion)
Range:	High
Secondary Ability:	If player unlocks "expert" mode the JB will fly direct to line of sight for optimal attack profile.

BBG

Alien Designation:	Unknown
Projectile Type:	Highly Charged Meson particles which cling to organic surfaces, rebound off all other materials
Dual-Wield:	No
Damage:	Medium
Range:	High
Accuracy:	High
Rate Of Fire:	Medium
Magazine Capacity:	50 particle impulses
Scope:	None
Secondary Ability:	Integrated "intelligent" LIDAR beam, predicts Meson particle path, changes frequency when illuminating organic target

Meson Cannon

Alien Designation:	Unknown
Projectile Type:	Unstable (imbalanced antiquark ratio) Meson particle
Dual-Wield:	No
Damage:	High
Range:	High
Accuracy:	Medium
Rate Of Fire:	Low
Magazine Capacity:	1 particle impulse
Scope:	None
Secondary Ability:	None

Specialist Ethan Cole

Ethan Cole is a mission specialist on Hazmat Team Bravo. A trained biologist, Cole's remarkable marksmanship and tactical skills have served him well in his Army career. Cole's primary responsibility on Hazmat Team Bravo is the operation of the AN/PEQ-61 "QuickFix" Scanner. If the team is to develop a countermeasure to a viral threat, the scanner will be the primary means of gaining information. The pragmatic son of a prominent doctor and respected college professor, Cole doesn't believe in little green men.

Major Douglas Bridges

Major Bridges is tough Special Forces officer in charge of the DoD's Quick Reaction Force. If a sensitive military installation experiences a "situation" they cannot control, Major Bridges and his QRF platoons are sent in to contain the threat and employ whatever countermeasures are deemed necessary.

Mitch "Crispy" Chrisman

Crispy attended West Point and almost got kicked out twice. While he barely managed to graduate with a pre-med degree, his constant practical jokes got him assigned to Hazmat Team Bravo as a Chief Warrant Officer. He is the team's medic and is cross-trained in communications.

Jack McCan

Jack McCan is the proud son of a military father and received a degree in biology from Stanford. He has repeatedly declined officer candidate school to stay in the field and remains a sergeant. An avid reader, he's never without a paperback tucked into his BDUs. He is the team's combat arm's specialist and microbiologist.

Anthony Ramirez

Captain Anthony Ramirez is a hard-nosed career soldier with 14 years of service in the United States Army. After commanding a platoon in Major Bridges' elite QRF, he was entrusted with command of Hazmat Team Bravo. He is in extremely good shape (working out an extra 2 hours a day over and above his standard PT regimen) and loves his protein bars. His primary responsibility is team command and control, but he is cross-trained in demolitions.

Dr. Winston Cray

Dr. Winston Cray is a scientist emeritus attached to Air Force Flight Test Center, Detachment 3 (AFFTC Det. 3) otherwise known as Area 51. Originally a scientist attached to Project Paper Clip, he was the first scientist on scene at the UFO crash-site in Roswell, New Mexico. Since that event, he has been in charge of all research involved with Aliens.

Mutant Scientist

Many of the research scientists trapped in the lower levels of Area 51 were exposed to an unknown mutagen. Possibly viral in nature, this mutagen triggered a rapid growth phase, greatly strengthening the skeletal and muscular systems. Similarly, the virus has caused a severe psychosis in all those infected.

Mutant Security Force

The security component of Area 51 was unprepared for a viral outbreak. Many of them were caught off guard and didn't have time to put on a gasmask. Those infected by the release of the virus mutated rapidly. They seem to retain enough of their humanity to use firearms in a rudimentary manner.

Mutant Leaper

As the virus continues to mutate its human host, the victim begins to completely devolve into an animalistic state. The Leaper is the final phase of human mutation and has lost all humanity. Leapers use all four limbs to move and climb surfaces. They possess wicked talons that can penetrate through body armor.

Mr. White

Mr. White is the Illuminati's representative to the Grays. Originally a scientific peer to Dr. Cray, Mr. White was seduced by the Illuminati and has become Dr. Cray's nemesis. After perfecting human cloning, Mr. White's research was used to create the BlackOps. Mr. White, ever the narcissist, created several clones of himself to ensure a power-base of loyal servants. Mr. White's cooperation with Gray's is carefully calculated to provide him the technology and weapons to eventually control the world.

AREA 51 ENEMIES

Black Ops
BlackOps are cloned humans, the result of experiments with Alien / Human DNA recombination. These hybrids have excellent combat reflexes and are conditioned to obey orders from the Illuminati and Grays.

Black Ops Leader (Red)
Selected BlackOps are given cloaking armor enhancements and specialized tactical training. Used to command squads of ordinary BlackOps, the BlackOps Leaders are a serious threat and should be eliminated as quickly as possible.

Gray
Not much is known about the enigmatic Grays. Their first contact with humankind was the result of a scout ship that experienced a malfunction and crashed near Roswell, New Mexico in 1947. They communicate using gestures and telepathy. Rarely encountered, they prefer to dwell in the deep bowels of Area 51 experimenting with captive humans. The exact purpose of these experiments are known only to the Grays and their Illuminati counterparts.

Theta
The Theta is the ultimate biological weapon engineered by the Grays to spread a mutagenic virus as quickly as possible to any carbon-based enemy. Theta can communicate and command Leapers. Equipped with an electro-chemical pulse weapon, the Theta is an impressive killing machine. Rumors within the Illuminati elite talk of a "Super Theta" project.

Edgar
Edgar is a deformed and bloated Gray who is imprisoned by his fellow Grays and the Illuminati. Edgar's life, the little it encompasses, remains within a large glass container. This mechanical prison keeps Edgar alive as his blood is harvested to create the viral weapon. Edgar communicates via telepathy and retains the Gray's ability for limited telekinesis. Edgar appears to be lifeless, but his throbbing heartbeat and the eerie fluid moving through his veins warns otherwise. Edgar and Dr. Cray are allies against Mr. Whites and his nefarious plans.

PICKUPS

HEALTH (Green)
SMALL

LARGE

MUTAGEN (Orange)
SMALL

LARGE

WEAPON PICKUPS

SMALL M-11 PISTOL AMMO

SMALL SR-125 SNIPER RIFLE AMMO

LARGE M-11 PISTOL AMMO

LARGE SR-125 SNIPER RIFLE AMMO

SMALL M-170 SHOTGUN AMMO

SMALL M-25 FRAG GRENADE

LARGE M-170 SHOTGUN AMMO

LARGE M-25 FRAG GRENADE

SMALL XM-32 ASSAULT RIFLE AMMO

JB GRENADE

LARGE XM-32 ASSAULT RIFLE AMMO

MESON CANNON AMMO

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Edgar	Marilyn Manson
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Mr. White	Phil Proctor
Ramirez	Mark Rodrigues
Crispy	Josh Keaton
McCann	Nolan North
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CG Supervisor	Dave Wilson
Animation Supervisor	Jeff Wilson
FX Supervisor	Kirby Miller
Producer	Sherry Wallace
Layout / Animatic	David Dibbelin
Modeling	Heikki Anttila, Corey Butler, Dae Chan, Jangwoo Choi, Jerome Denjean, Ian Joyner, Alexandre Litchinko, Ian Knight, Kevin Margo, Barrett Meeker, Zid Moye, Tuan Ngo, Cesar Ozhurt, Laurent Pierlot, Dan Rice, Brandon Rize, Jonas Thornqvist & Dave Wilson
Rigging	Carlos Anguiano, Dae Chan, Paul Wormie, Kall Shin & Sung Wook Su
Animation	Davy Sabbe, Wim Bien, Bryan Hillestad, Makoto Koyama, Omur Yeldan, Jason Dalor, Xuei Pascual, Ewir Patel, George Schermer, Gus Wartenberg & Jeff Welsend
Lighting and Compositing	Heikki Anttila, Corey Butler, Jerome Denjean, Kevin Margo, Brandon Rize & Dave Wilson
FX	Daniel Perez Ferreira, Seung Jae Lee, Kirby Miller & Sung Wook Su
Cloth Simulation	Carlos Anguiano & Paul Norale
CG Character Technical Supervisor	Jon Jordan
Character Modeling QC Supervisor	Joe Chang
Mocap Supervisors	John Hunt & Eric Lalumiere
Mocap	Ryan Girard
Concept Design	Chuck Wujrlewica & Dean DeFall,
Story Development	Paul Talor
Coordinator	Debbie Yu
Production Assistant	Amanda Powell
Programming and Sys. Admin	Duane Powell, Paul Huang, Matt Newell & Barry Robison
Mocap Talent	Kevin Carlton, Steve Gibbons, James Ryman, Richard Duchovion, Elissa Nelson & James Silverman

Soundelux DMG

Supervising Sound Designer/Editor	D Dutch Hill
Voice Director	Kris Zimmerman-Salter
Mixing	Jon Ozarlon
Sound Design Editing	Pam Aronoff & Bryan Celano
Dialogue Editing	Brad Beaumont, David Grant & Justin Langle,
Recording Engineer	Elliot Anders
Foley Recordist	Don Divens
Foley Walkers	Jane Bruce & Jeff Gunn
Production Coordinator	Sara Puddleston
Voice-Over Coordinator	Jacquie Shriver
Production Assistant	Mark Campbell

Special Thanks

A. renberg, Barrett Foster, Christian Buhos, Darren Walker, David Zucker, Denis Ang, Greg Mucha, Jeremy Airey, Jill Kogut, Jim Gentile, John Podasek, Jud, Stubbington, Kado, Mara Beaumont, Matt Wells, Nico Biberi, Nicole Garcia, Regan Kerwin, Russell Byrd, Sara Loochen, Steve Booth, Steve Crane, Tim Corbett & Trevor Snowden

Music

"Also Sprach Zarathustra"
Written by Richard Strauss
Published by CF Peters Corp. (BMI)
1932 to C.F. Peters, Leipzig

Production Babies

Test Subjects returned to Earth during the development of Area 51:
09/15/2003 - Paris Julianne Browne,
11/14/2003 - Julia Elizabeth Madron
08/24/2004 - Harry David Billinton
10/17/2004 - Amelia Patrycja Hunt
01/09/2005 - Anna Alice Stubbington
08/13/2005 - John Arnold Snischke,

BRING A KNIFE TO A GUN FIGHT.

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